

Javelin

DESCRIPTION

The Javelin System is a man-portable, fire-and-forget, medium-range antitank weapon system consisting of the Command Launch Unit (CLU) and the Round. The CLU's Imaging Infrared (I²R) system is used to detect targets during conditions of poor visibility and night operations. The Round consists of the fire-and-forget missile and the discardable Launch Tube Assembly (LTA). The fire-and-forget capability increases the gunner's ability to survive and continue fighting. The Javelin can kill a target at a range of greater than 2,000 meters. In addition, the missile has two gunner-selectable flight modes, the Top Attack mode allows the missile to impact on top of the target and the Direct Attack mode allows the missile to engage targets that are in a covered position. The Javelin has a "soft launch" for minimized launch signature and firing from enclosure capability. An elevated trajectory, combined with tandem, shaped-charge warheads, optimizes the Javelin's lethality against modern tanks. Eight Javelin systems will replace the twelve DRAGON systems currently in the Anti-armor Section, Weapons Company, Infantry



Battalion. The standard combat load for a 2 man Javelin team is one CLU (14.5 lbs.) and 3 rounds (35 lbs. ea.). The Anti-armor section will be reduced from 24 to 16 Marines, resulting in an overall saving of 264 structure spaces.

PROCUREMENT PROFILE:	FY00	FY01
<i>Quantity: Missiles</i>	<i>998</i>	<i>293</i>
<i>Launchers</i>	<i>77</i>	<i>0</i>

OPERATIONAL IMPACT

Javelin more than doubles the range of the DRAGON currently employed in the Infantry Battalion. Its increased lethality, added range, selectable attack modes and soft launch capability give increased flexibility to the commander. A typical 24-hour mission for Javelin would include 16 hours in the defense and 8 hours of offensive combat. In the defense, the Javelin team would expect to move 2.5 miles and use the CLU as a day and night observation device. With vehicle support, Javelin teams could be employed beyond the forward edge of the battle area in hunter killer teams to disrupt advancing enemy armor. During offensive operations the Javelin team would move 3 to 5 miles and act as an overwatch for advancing infantry.

PROGRAM STATUS

Javelin is in the second year of Full Rate Production. IOC was achieved in early FY00. FOC is scheduled for FY03.

DEVELOPER/MANUFACTURER

Raytheon/Lockheed Martin Javelin Joint Venture